the CTW SESAME STREET® crayon

POLARWARE®

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by Brian A. Rice. *© 1988 Polarware, Inc.*

Polarware, Inc. and the Children's Television Workshop have joined forces to create **the SESAME STREET® CRAYON,** an exciting series of children's computer coloring books! **The SESAME STREET CRAYON** series includes three titles: "Letters For You," "Numbers Count," and "Opposites Attract." Big Bird, Cookie Monster, Bert and Ernie, and Grover will introduce your children to ABC's, numbers, and opposites, through the process of coloring up to 30 pictures. The series will especially appeal to preschool children, but children of all ages will enjoy the programs!

What your child can do with the SESAME STREET CRAYON

Each **SESAME STREET CRAYON** contains dozens of pictures that can be colored again and again. And it's simple to use, too! With a cursor that looks like a crayon, just point and click to choose a color, then point and click to fill the area you want to color. If you don't like the way the color looks, you can fill the same area with another color. Or you can erase the colors from the entire picture and start all over! If you have a color printer and ribbon (see equipment compatibility on back of box), you can print out the colored pictures. If you have a black and white printer, you can print the pictures and color them by hand. Either way, you can print a picture alone or with a calendar of any month you choose!

How to use the SESAME STREET CRAYON

Every child is different, but most preschool and primary-aged children will need some help in getting started. After your child has had a little practice, he or she will probably be able to select and color pictures without any help. Your child will, however, need your guidance in starting the computer, choosing the setup options, and printing the pictures.

The term "point and click" refers to the pointing of the crayon (cursor) at a color or an area on the screen and pressing a button or key to select a color or fill an area.

1. Boot your **SESAME STREET CRAYON** disk.

   Apple — Put the disk in drive 1, then turn on the monitor and computer.

   Commodore — Put the disk in drive 1, turn on the monitor and computer, then type in **LOAD "EC",8,1** and press RETURN.

   IBM — Turn on the monitor and boot DOS (either from drive A or a hard disk). After DOS has booted, put your disk in drive A [or B], set your prompt to A [or B] by typing in **A:** [or **B:**] and press ENTER, then type in **EC** and press ENTER.

2. If you need to change options (input device, display mode, printer, or printing options), press ESCAPE anytime while at the title screen display. On the Commodore 64, the ESCAPE key is the arrow key in the top row on the left side.

SETUP OPTIONS

To change options, press the up/down arrows or the number of the option you want, then press RETURN (or ENTER). What keys do what will always be printed at the top of the screen, with mini directions printed at the bottom.

Each computer version has a slightly different setup menu:

Apple

1. Show Current Setup
2. Change Input Device
3. Change Printer Setup
4. Change Printing Options
5. Exit/Save Setup

Commodore

1. Show Current Setup
2. Change Printer Setup
3. Change Printing Options
4. Exit/Save Setup

IBM

1. Show Current Setup
2. Change Input Device
3. Change Display Mode
4. Change Printer Setup
5. Change Printing Options
6. Exit/Save Setup

SHOW CURRENT SETUP. This is a quick and easy way to verify what options are currently selected.

CHANGE INPUT DEVICES. *(Apple and IBM only)*

Apple

Mouse: Most versions of the **SESAME STREET CRAYON** will come setup for the mouse. Rolling the mouse across the surface of your desk or table (or pad!) will cause the crayon to move about the screen. Press the mouse button to click on an item.

Joystick: The joystick is weighted. This means that if you barely move the joystick off center, the crayon moves slowly. If you move the joystick far off center, the crayon moves much faster. Press button 0 to click on an item.

Koala Pad: Holding the stylus on the pad, move the stylus around to move the crayon. Press the left button to click on an item.

Keyboard: The keyboard is active only when the mouse is, whether you have a mouse or not. Use the four arrow keys to move the crayon up, down, left and right. Pressing **Open-Apple** and an arrow key at the same time, will cause the crayon to move faster. Press RETURN to click on an item. You can also activate the other commands represented in the boxes at the top and bottom of the screen (see diagram on page 4) by pressing **Open-Apple** and the first letter of the command, as follows:

Open-Apple ,: get the previous picture
Open-Apple .: get the next picture
Open-Apple P: PRINT picture
Open-Apple E: ERASE colors from picture
Open-Apple S: STOP - quitting procedure
Open-Apple O: OOPS - undo last fill
Open-Apple M: MIX colors

Commodore

You cannot change the input device on the Commodore simply because the mouse, joystick and keyboard are all functional at all times. Follow the directions below for how to use each. Unless otherwise stated, each device functions the same way as on the Apple (see above).

Mouse: The mouse must be in port 1. However, some older Commodore 64s do not respond too well to port 1. If that is the case with your Commodore 64, use the mouse in port 2.

Joystick: The joystick on the Commodore is not weighted and moves at a constant speed. The joystick must be in port 2.

Keyboard: Use the crsr key to move the crayon down, **shift-** crsr to move it up, crsr to move the crayon right, **shift-** crsr to move it left.

F1, F3, F5, F7 will move the crayon faster up, down, left, and right, respectively. Press RETURN to click on an item. You can also activate the other commands represented in the boxes at the top and bottom of the screen (see diagram on page 4)

by pressing the **Commodore symbol (** **)** and the first letter of the command.

See the Apple keyboard commands and substitute the **Commodore symbol** for Open-Apple.

Also note that the key is the same as the ESCAPE key.

Because of the manner in which the Commodore 64 displays color, there is not a **mix** command. For the same reason, some pictures may display a "bleeding" of a color from one region to another when more than 3 colors are used in adjadcent regions. Unfortunately, this is unavoidable. We have, however, attempted to minimize this occurance and still preserve the quality of the graphics. Also, some "bleeding" may occur from a colored region to an uncolored one. This, too, is unavoidable and should only occur in similar regions (eg, non-adjacent branches in a tree).

IBM The IBM **SESAME STREET CRAYON** will automatically determine what input device you are using. However, if you are experiencing a problem, set the input device for what you are using. Follow the directions below for how to use each. Unless otherwise stated, each device functions the same way as on the Apple (see page 2).

Automatic: Your input device is automatically determined. This is the default setup.

Mouse: The **SESAME STREET CRAYON** works with a Microsoft compatible mouse only! You must have a device driver installed to use the mouse. Please see your mouse manual for proper installation.

Joystick: On the PCjr, the joystick must be plugged in the port farthest from the keyboard port.

Keyboard: Use the four arrow keys to move the crayon up, down, left and right. Pressing **Control** or **ALT** and an arrow key at the same time, will cause the crayon to move faster. Also **Page Up** and **Page Down** will move the crayon up and down quickly. Press ENTER to click on an item. You can also activate the other commands represented in the boxes at the top and bottom of the screen (see diagram on page 4) by pressing **ALT** and the first letter of the command. See the Apple keyboard commands and substitute **ALT** for Open-Apple.

CHANGE DISPLAY MODE. *(IBM only)* The **SESAME STREET CRAYON** will work on a CGA card (4 colors), an EGA card (default - 16 colors), or the Tandy 1000 16 color mode (which is the same as the PCjr 16 color mode). With the CGA card, you may choose which 4 color set you use by pressing the F1 and F2 keys. To save this set, press the F3 key. To display 16 colors on the PCjr, you must have at least 256K and your memory expansion driver must allocate 32K for graphics. Please read your memory expansion documentation! *IBM PS 2 owners: while your computer is equipped with a 16 color card, the VGA, it is not the same as an EGA card. If you do not have an EGA card, you must select the 4 color CGA mode.*

CHANGE PRINTER SETUP. Prior to printing a picture from the **SESAME STREET CRAYON**, you should setup the disk for your printer. Apple owners will also have to specify what slot (1-7) their Super Serial Card is in (slot 1 for the Apple //c). IBM owners must specify which port the printer is connected to: LPT1 or LPT2 (parallel ports), or COM1 or COM2 (serial ports), or PRN (usually the same as LPT1).

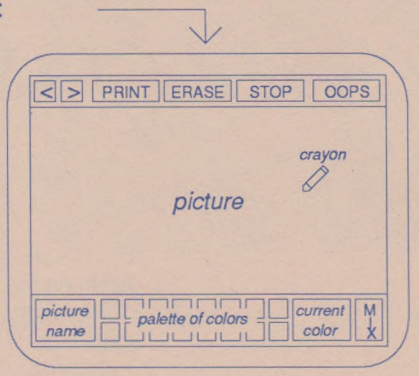
CHANGE PRINTING OPTIONS. You may print out pictures with one of two options:

1. Print Picture Alone: This option prints the picture alone and upright.

2. Print Picture with Calendar: After selecting this option, type in the month MM and the year YYYY for the calendar that you want printed below your picture. For example, to print the month July 1988, type in 07 for MM and 1988 for YYYY.

EXIT/SAVE SETUP. When you've chosen all your options, this selection will save your new setup and exit to the title screen.

3. After you have setup the **SESAME STREET CRAYON** with your options, you will be presented with the first of 26 or more pictures. At this point your screen will look like this:



- **PRINT**, **ERASE**, **STOP**, **OOPS**, **MIX**, and the **<** and **>** keys are referred to as buttons.

- The crayon will always be the same color as current color.

- To choose a color, point and click on the color you want in the palette. To change colors, point and click on a new color.

- To fill an area in the picture, point and click on that area!

- To mix colors, point and click on the **MIX** button. This will mix your current color with the other 15 colors. Point and click on **MIX** again to un-mix the colors. **Not on Commodore 64.**

- To print the picture, point and click the **PRINT** button. Your picture will be printed alone or with one of the printing options, depending on what you've chosen. *If you have a color printer and ribbon and you attempt to print an un-colored picture, your picture may turn out all grays. Change your setup to a black and white printer or color your picture with white to fix this.*

- To erase all of the colors from the picture, point and click the **ERASE** button.

- To quit the program, point and click the **STOP** button. If you turn off your computer without stopping, your colored pictures may not be saved.

- To undo the last fill, point and click the **OOPS** button *immediately* after the fill.

- To change pictures, point and click on **<** for the previous picture, and on **>** for the next picture.

4. *The* **SESAME STREET CRAYON** *is not copy-protected.* Making copies of this program or documentation for purposes other that back-up and archival is not only illegal, it's not nice. It will also prevent us from releasing other fine programs such as this without the added cost and headache of protection.

5. *(Apple and IBM owners)* You may install the **SESAME STREET CRAYON** on your hard drive (thanks to no protection!). Simply copy all the files *and* subdirectories to any subdirectory on your hard drive. Apple owners: to start the program, use any program launcher or boot ProDOS basic and use the "dash" command to start the file EC.SYSTEM. IBM owners: to start the program, set your prompt to the drive letter and subdirectory and follow the IBM boot instructions on page 1.

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